

Town Crier



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THOSE WHO ARE ABOUT TO DIE WE SALUTE YOU!

Pit Fighter Breakout

A large number of Pit Fighters have rebelled against their harsh masters and broken out of the holding pens in Cutthroat's Haven. Merely days ago, under the inspired leadership of the renowned Pit King Nasticus, several Pit Fighters overthrew the guards at 'Filthy' Lorenzo's westside arena and have gone on the run. An enraged Lorenzo has hired several mercenary bands to hunt down these fugitive Pit Fighters as most of his guards were killed or badly injured in the breakout.

In a recent report, Nasticus's band has been seen scouring the ruins of the Cursed City and battling other warbands for possession of the much prized Wyrdstone shards. It appears that the escaped Pit Fighters have decided to stay within the vicinity of Mordheim and vie for employers amongst the multitude of shady merchants and sinister warlocks that infest the encampments. Many mercenaries have come up against these 'liberated' warriors and the few survivors claim that they are worse than fighting the Possessed, such is their skill and ferocity. It seems that the pit fights at Cutthroat's Haven will be suspended for a while at least.



Here
Within



The ruins of
Mordheim
mapped out for
adventurers.

Pit Fighters
return to the
streets of
Mordheim.

Letters to the
scribe - your
views from
around the
cursed city

**GAMES
WORKSHOP**

Pit Fighters

The full rules for this new warband can be found on pages 2-9. Models designed by Mark Bedford and painted by Michael Anderson



'CHAOS STYLE'
PIT FIGHTER



'UNDEAD STYLE'
PIT FIGHTER



'EMPIRE STYLE'
PIT FIGHTER



OGRE



TROLL SLAYER



'SKINK STYLE' PIT FIGHTER



'ORC STYLE'
PIT FIGHTER



'WITCH ELF' STYLE' PIT
FIGHTER

The Editor Speaks

Here we are with issue twenty-one and still the dark streets of Mordheim have many secrets to tell. Our explorers have now returned from the burning deserts of Khemri, their bodies wracked with thirst and their minds with insanity – nothing a few weeks in the Cursed City won't cure! And we have our final report from our Khemri correspondents on those legendary heroes and villains from that distant land. This issue we revisit the Pit Fighters warband from issue fourteen and take note of their progress, including showcasing some very splendid miniatures from Fanatic sculptor Mark Bedford. We have also cajoled GW artist Nuala Kennedy into drawing us a very detailed map of the ruins of Mordheim which we shall explore and describe in greater detail in forthcoming issues.

So, what now after our scribes have been far and wide bringing esteemed ruffians such as yourselves dangerous lands to plunder? 'Tis the tyme for us to further explore the dark forests and windswept plains of our glorious Empire and uncover the hidden perils and treasures that they harbour. From next issue we will commence with a new setting for Mordheim that is somewhat closer to home – 'Empire in Flames' which details adventuring and skirmish in the untamed wilderness of the Empire.

Read on and remember – always watch your back...

Steve

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Chief Fanatic
Jervis Johnson

Editor
Steve Hambrook

Production
and Design
Steve Hambrook &
Dean Spencer

Proof Reading
Talima Fox

Pit Fighters

The Pit Fighter warband was first featured in Town Cryer 14. Since then we have playtested and updated the rules exhaustively. We even got the Fanatic miniature designer Mark Bedford to sculpt a complete Pit Fighter warband to accompany this article. So, those who are about to die we salute you!



All across the Empire there are gladiatorial fighting pits where tough warriors are forced to take up arms against each other in brutal hand-to-hand fighting, often to the death, for the bloodthirsty pleasures of the baying crowd. From the vicious pits of Cutthroat's Haven to the Black Pits on the outskirts of the ruined city of Mordheim, there can be heard the clash of steel and the screams of the dying. In most regions of the Empire these fights are outlawed, but the culture itself remains a haven for ex-mercenaries, escaped convicts and itinerant conmen, and bribes to local officials ensures that this brutal sport continues unabated.

There are as many different types of pit fight as there are venues, from small fistfights in an old barn or a back alley, to huge conflicts with many heavily armed combatants. There are vast amounts of money to be made by the illegal gambling cartels and on the sly by the merchant guilds from the pit fights. In the more lawless areas of the Empire, such as around the Cursed City, the pit fights are bigger, more widespread and far more lavish. There are many different types of pit fighter: huge and brutish Ogres; frenzied, fearless Dwarf Troll Slayers and even those unfortunate humans who are sold as pit fighters have many different fighting styles.

Each type of pit fighter is easily recognisable from his armour and weapons which are heavily stylised on the appearance of the Empire's many foes. Close combat specialists wear heavy plates of armour across their shoulders, thick iron gauntlets and heavy greaves. They also wear heavy horned helmets that caricature warriors of Chaos, helmets with fake tusks and leering faces akin to Orcs or skull-faced helmets that look like the Undead. The weapons these warriors carry are invariably heavy flails, gauntlets with razor-sharp iron claws like Ghouls and Orc choppas. There are also specialist pit fighters called pursuers that are based upon the expert light skirmish troops of other races such as Lizardman Skinks or Witch Elves, and their weapons and armour reflect this. They wear very little armour besides a stylised helm and often

By Scribes of ill repute and twisted rumour Gert Joris
& Stephanus Harburgh

carry two light swords, a spear and net or several javelins. Unlike the heavy pit fighters, these warriors harry their foes with hit and run attacks, using speed and agility over brute strength.

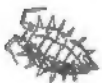
The most feared and respected type of pit fighter is the Pit King – a veteran fighter of many bouts, a heavily scarred killing machine with muscles like iron. Pit Kings are often dressed in heavy armour reminiscent of Empire heroes of old, adorned with a laurel wreath which is the symbol of his status. These dynamic warriors have access to many weapons, often favouring great axes and swords which they wield with consummate skill.

The vast majority of fighters are slaves who work for the so-called 'circuit' and they have to go through rigorous training before they are let loose in the bloody world of the fighting pits as they are considered an expensive investment by their owners. They strive to survive long enough to earn their freedom by paying off their owners with a large cut of the winnings. Most successful pit fighters live for the sport (and, of course, often die for it also!) because they know of little else.

Enough pit fighters either earn their freedom or, as is more often the case, escape and form bands of fugitives on the run from their former owners. These bands of outcasts make ideal warbands for hire to those shady characters who wish to explore the ruins of Mordheim. The warriors in a pit fighter warband are very dangerous adversaries indeed even for the most rugged, experienced of mercenaries for they are entirely ruthless and offer no quarter.

Pit fighters are especially adept at fighting in close quarters with little room to manoeuvre such as the cluttered streets and ruined houses of Mordheim and this makes them much-feared opponents amongst the denizens and warbands of the Cursed City.

Appearance: Pit Fighters are grizzled veteran warriors covered with many scars of battle, they are armed with special pit weapons and Armour, their bodies well developed and muscular. They wear little clothing and only partial armour known as Pit Armour.



Choice of Warriors

A Pit Fighter Warband must include a minimum of 3 models. You have 500 Gold Crowns that you can use to recruit your initial Warband. The maximum number of warriors in the Warband is 15, though some buildings in the Warband's encampment may increase this.

Pit King: Each Pit Fighter Warband must have one Pit King: no more, no less!

Pit Fighter Troll Slayer: Your Warband may include a single Pit Fighter Troll Slayer.

Pit Fighter Veterans: Your Warband may include up to two Veterans.

Ogre Pit Fighter: Your Warband may include a single Ogre Pit Fighter.

Pursuers: Your Warband may include up to seven Pursuers.

Pit Fighters: Your Warband may include any number of Pit Fighters.

Starting Experience

A Pit King starts with 20 experience.

Pit Fighter Veterans start with 8 experience.

A Pit Fighter Troll Slayer starts with 8 experience.

Henchmen start with 0 experience

Weapons & Armour

Unlike other warbands that may choose which weapons and armour to equip their warriors with, Pit Fighters have to choose a specific fighting style which dictates their weapons and armour configuration. This is with the exception of Trollslayers and Ogres that may choose from a limited selection of equipment. The fighting style does not restrict Heroes from using items not on their list if they learn the appropriate skills.

Pit Fighters may choose to change their fighting style at any stage by either swapping with another warrior in the warband or by simply buying a new style (or the separate components). Pit Fighter warbands also differ from other warbands in that a Henchman group may contain a mix of several different fighting styles and does not have to equip all of its warriors in the same manner.

Pit Fighter Equipment List

The following lists are used by Pit Fighter warbands to pick their weapons & armour:

PIT FIGHTER EQUIPMENT LIST

Orc Style

Helmet/Dagger/
Axe/Shield20gc

Undead Style

Helmet/Dagger/
Spiked Gauntlet/Sword35gc

Empire Style

Helmet/Dagger/Double-handed Weapon/
Light Armour45gc

Chaos Style

Helmet/Dagger/Flail/
Shield/Light Armour50gc

PURSUER EQUIPMENT LIST

Skink Style

Helmet/Dagger/Trident or Javelins/
Net or Buckler25gc

Witch Elf Style

Helmet/Dagger/
2 x Swords or Spear & Net30gc

OGRE & SLAYER EQUIPMENT LIST

Hand-to-hand Combat Weapons

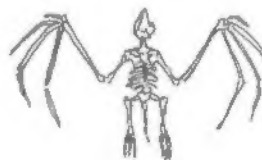
Dagger1st free/2 gc
Mace 3 gc
Hammer 3 gc
Axe5 gc
Dwarf Axe*15 gc
Sword 10 gc
Flail15 gc
Spiked Gauntlet15 gc
Gromril Weapon* 3 times the cost

**Only available to the Dwarf Trollslayer*

Armour

Helmet*10 gc
Light Armour*20 gc

**Only available to the Ogre*



Pit Fighter skill tables

	Combat	Shooting	Academic	Strength	Speed	Special
Pit King	✓			✓	✓	✓
Veteran	✓			✓	✓	✓
Troll Slayer	✓			✓		✓





Heroes



1 Pit King

80 gold crowns to hire

The Pit King is the leader of the warband. He is a very renowned warrior; a spectacular fighter used to pleasing the baying crowd with his martial display and bloody triumphs. He has managed to buy or free enough fellow pit fighters to start a warband of his own. He's the smartest and toughest pit fighter around and will fight anybody who puts his position in danger. He is held in a mixture of awe and fear by his fellows and his loyalty to his men is undisputed.

Profile	M	WS	BS	S	T	W	I	A	Ld
Pit King	4	4	3	4	4	1	4	2	8

Weapons/Armour: A Pit King may be equipped with weapons and armour chosen from the Pit Fighter Equipment list.

SPECIAL RULES

Leader: Any models in the Warband within 6" of the King may use his Leadership instead of their own.

Pit Fighter: See Strength Skill section.

0-1 Dwarf Troll Slayer

50 gold crowns to hire

Troll Slayers are members of the morbid Dwarf cult obsessed with seeking an honourable death in combat. Having committed some unforgivable crime or been dishonoured in some way, a Dwarf will forsake his home and wander off to die fighting the enemies of Dwarf kind. Troll Slayers are insanely dangerous individuals, psychopathic and violent. There are, however, few better fighters in the known world, so which place would be more fitting for them than the dangerous fighting pits then! Battling against the most hardened veterans and monsters in the Old World, it appears that they have truly found their vocation.

Profile	M	WS	BS	S	T	W	I	A	Ld
Troll Slayer	3	4	3	3	4	1	2	1	9

Weapons/Armour: A Troll Slayer may be equipped with weapons and armour chosen from the Ogre & Slayer Equipment list. Slayers may never carry or use missile weapons or any form of armour.

SPECIAL RULES

Pit Fighter: See Strength Skill section.

Hard to Kill: Dwarfs are tough, resilient individuals who can only be taken out of

action on a roll of a 6 instead of 5-6 when rolling on the Injury chart. Treat a roll of 1-2 as knocked down, 3-5 as stunned, and 6 as out of action.

Hard Head: Dwarfs ignore the special rules for maces, clubs, etc. They are not easy to knock out!

Hate Orcs and Goblins: All Dwarfs hate Orcs and Goblins. See the psychology section of the Mordheim rules for details on the effects of *Hatred*.

Grudgebearers: Dwarfs hold an ancient grudge against Elves from the days when the two races fought for the supremacy of the Old World. If the Pit Fighters ever hire any kind of Elven Hired Sword, he will leave the Warband immediately, he refuses to fight alongside these pansy Elves!

Death Wish: Troll Slayers seek an honourable death in combat. They are completely immune to all psychology and never need to test if fighting alone.

0-2 Pit Veterans

35 gold crowns

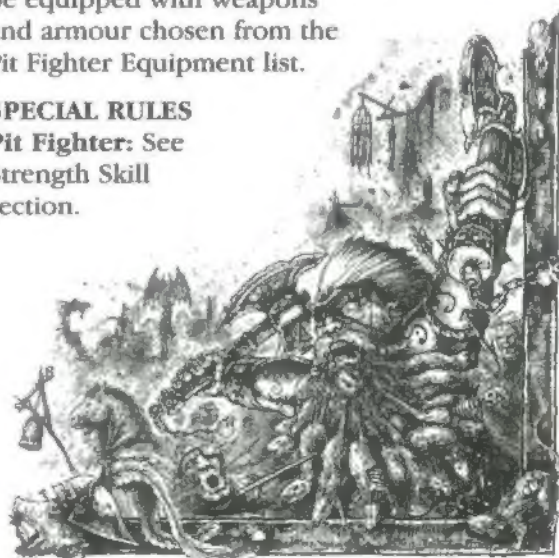
Pit fighter veterans are experienced fighters who carry out the orders of the Pit King with ruthless efficiency. These men ensure that the warband is held together with iron-hard discipline and always keep a watchful eye on the Pit King's back lest an over ambitious fellow pit fighter gets any ideas.

Profile	M	WS	BS	S	T	W	I	A	Ld
Pit King	4	4	3	4	3	1	4	1	7

Weapons/Armour: A Pit Fighter Veteran may be equipped with weapons and armour chosen from the Pit Fighter Equipment list.

SPECIAL RULES

Pit Fighter: See Strength Skill section.





Benchmen



0-1 Ogre Pit Fighter

165 gold crowns to hire

Ogres are large brutish creatures standing some ten feet tall, and all of it is bone and muscle. It is unsurprising then that they are one of the most brutal and feared of all pit fighters. These massive, savage fighters are often called upon to fight such fearsome beasts as captured Trolls in some of the most incredible bouts held at the pits.

Profile	M	WS	BS	S	T	W	I	A	Ld
Ogre	6	3	2	4	4	3	3	2	7

Weapons/Armour: An Ogre Pit Fighter may be equipped with weapons and armour chosen from the Ogre & Slayer Equipment list.

SPECIAL RULES

Pit Fighter: See Strength Skill section.

Fear: Ogre Pit Fighters are large, threatening creatures that cause *Fear*. See the Psychology section for details.

Large: Ogre Pit Fighters are huge, lumbering creatures and therefore make tempting targets for archers. Any model may shoot at the Ogre Pit Fighter, even if he is not the closest target.

Skills: An Ogre Pit Fighter who becomes a Hero as a result of The Lad's Got Talent may choose from the Combat, Strength and Pit Fighter Special Skills.

Slow Witted: Although Ogres are capable of earning experience and bettering themselves, they are not the smartest creatures. Ogres only gain advances at half the rate of everyone else (ie, they must accrue twice as much experience as normal to get an advance).

Pit Fighters

35 gold crowns to hire

Pit fighters are close combat specialists armed with a variety of weapons and armour. Usually they are fairly heavily armoured and equipped with sword and shield, although sometimes they will be skilled in the use of two-handed weapons.

Profile	M	WS	BS	S	T	W	I	A	Ld
Pit Fighter	4	4	3	3	3	1	3	1	7

Weapons/Armour: A Pit Fighter may be equipped with weapons and armour chosen from the Pit Fighter Equipment list.

SPECIAL RULES

Pit Fighter: See Strength Skill section.

0-7 Pursuers

25 gold crowns to hire

Pursuers are a special martial type of pit fighter often used for 'warm-up fights' before the main show. These men are usually lightly armed with spears, nets and javelins with which they harry their enemies in a hit and run style of warfare. This style of fighting dates back to ancient times in Tilea when gladiators, as they were known in the Tilean tongue, would fight in massive stone arenas to huge crowds of citizens baying for blood.

Profile	M	WS	BS	S	T	W	I	A	Ld
Pursuer	4	3	3	3	3	1	3	1	7

Weapons/Armour: A Pit Fighter Pursuer may be equipped with weapons and armour chosen from the Pit Fighter Pursuer Equipment list.

SPECIAL RULE

Pit Fighter: See Strength Skill section.

Evade: Pursuers are agile and athletic, well adept at avoiding the heavier Pit Fighters' charges. When an enemy charges a Pursuer he may choose to try and evade. On a successful Initiative test it is considered a failed charge and the normal rules apply.



Hired Swords

Pit Fighters may hire all Hired Swords available except for the Elf Ranger, who feels working with such dirty and brutish individuals would just not do!

Warband Special Rules

All Pit Fighters have the *Pit Fighter* skill as described in the Strength Skill List (+1 WS, +1 A when fighting in ruins, buildings and The Pit).

Free the Slaves!

Pit Fighters hate all slavers. The Pit Fighters will never sell their captured opponents to the slavers.

In the Pit!

Pit Fighters who capture an opponent may decide to let him fight in the infamous fighting pits of Cutthroat's Haven (use the rules that appeared earlier in this magazine).

The Pit Fighter warband may decide to send in one or more of their own fighters to fight the captive, if the Pit Fighter wins he gains +2 Experience, the warband gets all the captive's armour and weapons +50gc, if the Pit Fighter loses then roll to see whether he is dead or injured as normal (ignore all following results: Robbed, Captured, Hardened, Sold to the Pits and Survives against the Odds), he will not lose his armour or weapons, the captive will get the 50gc and the +2 Experience when he wins. If the captive wins, the audience decides whether he gains his freedom. Roll a D6 on a 4+ the audience raise their thumbs and he is free. A 1-3 means he remains the Pit Fighters captive and may be fielded in the pits after future games.

Troll Slayer Special Skills List

Dwarf Slayers may use the following Skill table as well as any of the standard Skill tables available to Dwarfs.

Ferocious Charge: The Slayer may double his attacks on the turn that he charges. He will suffer a -1 to hit penalty on that turn.

Monster Slayer: The Slayer always wounds any opponent on a roll of 4+, regardless of Toughness, unless his own Strength (after all modifiers due to weapon bonuses, etc) would mean that a lower roll than this is needed.

Berserker: The Slayer may add +1 to his close combat to hit rolls during the turn which he charges.
(may not be used with *Ferocious Charge*).

Pit Fighter Weapons

Trident

Cost: 15 gold crowns

Availability: Rare 7 (Pit Fighters only)

The Trident as a Pit Fighter weapon originates in Tilea from the ancient days when gladiators, as the Tileans called them, would fight in the massive public arenas. This weapon is similar to a spear and has all of its advantages in length but it has three spear points, allowing an adept user to catch blades between them and turn them aside.

Traditionally, the trident is a weapon that is combined with a net and used by a lightly armoured Pit Fighter against the more heavily armed Swordsmen.

Weapon	Range	Strength
Trident	Close Combat	As User

SPECIAL RULES

Strike first, Parry

Spiked Gauntlet

See P148 of Mordheim rulebook.

Javelins

Cost: 10 gold crowns

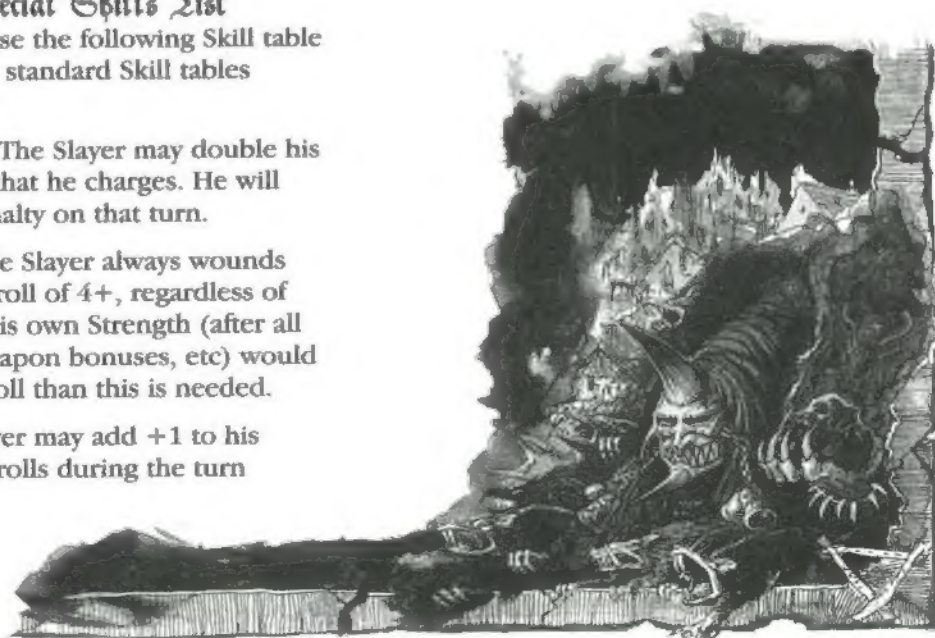
Weapon	Range	Strength
Javelin	10"	As User

SPECIAL RULES

Thrown Weapon: Does not suffer from to hit penalties for moving and shooting. May not be used in Close Combat.

Ogre maximum limits

Profile	M	WS	BS	S	T	W	I	A	Ld
Ogre	6	5	4	6	6	4	5	4	7



Special Skills:

Pit Fighter Heroes may use the following skill table instead of any of the standard skill tables available to them.

Pit Fighter Skills

Bulging Biceps: The Pit Fighter may ignore the entire 'heavy' weapons special rule penalty. The Strength bonus will now apply to all rounds in Close-Combat. So a Morning Star will give +1 Strength in all turns not only the first one.

Force of Will: When the Pit Fighter loses his last wound and is taken Out-of-Action, he must roll a D6 equal or under his Toughness, each following round he has to roll again on his toughness but then with a -1 modifier for each subsequent round. If he succeeds he gets up and may continue to fight, when he gets taken Out-of-Action a second time he'll be removed as normal.

Arms master: The Pit Fighter may now ignore all 'difficult to use' rules for all weapons. This enables him to combine certain types of weapons, he can combine a Morning Star with buckler, or even a Morning Star with a Morning Star.

Body Slam: Instead of making a normal charge, the Pit Fighter may attempt to slam his opponent to the ground, he burrows his shoulder deep into his opponent's stomach. Instead of making his normal attacks the Pit fighter may make a single attack resolved as following: +1Str, +1 to Hit, no weapon bonuses or abilities. Critical hit on a 5+.

Grizzled Veteran: The Pit Fighter is used to fighting fearsome monsters and being cornered in the pit when there's no escape. He has been close to death so many times that he has made his peace and the thought of death no longer bothers him. The Pit Fighter is immune to all psychology.



Pit Fighters

These models are going to be incorporated into the main range to be bought in blister packs and as part of the Pit Fighters boxed set, but if you wish to order these models specifically contact Mail Order.



**Pit Fighter
body 1**



**Pit Fighter
body 2**



**Pit Fighter
pursuer body**



**Pit King
icon**

IN A PACK
a mix of any 3
bodies,
a mix of any 3
weapon sets and
pit fighter icon.

These new Pit Fighter models are supplied as bodies and separate sprues of weapons and heads that represent their different and varied fighting styles (NOTE both the Ogre and Troll Slayer come as specific multi-part kits – below) To construct your Pit Fighter model, take one of the Pit Fighter bodies and then add the head and weapons from one of the sprues. A skull icon is included in each pack and this is used to represent the Pit King (see the inside front cover for pictures of the completed models).

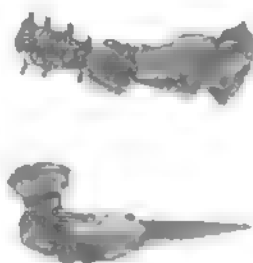
Weapon Sprues		
Skink Sprue	Undead Sprue	Chaos Sprue
Orc Sprue	Witch Elf Sprue	Empire (Pit King) Sprue

PIT FIGHTER WARBAND DEAL

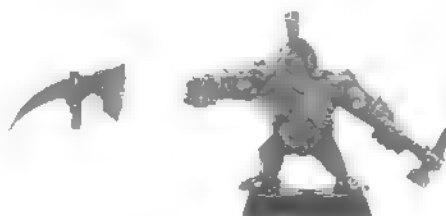
A mix of any 6 bodies, 1 of each of the weapon sets and pit fighter icon



Ogre Pit Fighter



Dwarf Trollslayer



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Letters to the Scribe

Ed, Steve Hambrook presents us with more letters to ponder over.

Whipping up a Storm!

I read in a recent issue of Town Cryer that you're looking for how players handle the Sisters of Sigmar's steel whips. Like many other groups, our league had problems with the steel whip rules until we created our own house rules. These house rules do change how they operate, but we think they're quite good and we've had fewer questions about them. So, without further ado here they are...

At the end of either player's Movement phase, any Sister armed with a steel whip and not in base-to-base contact with an enemy model may declare a ranged whip attack(s) against a single enemy model within range. From that (and only that) Sister's standpoint, she counts as being in base-to-base with that enemy model for the rest of that turn.

Sisters making ranged whip attacks in their turn may not shoot in their shooting phase. Sisters may not redirect ranged whip attacks if their target model is taken Out of Action. The target of a ranged whip attack may behave normally (shooting in their shooting phase, taking stunned models in base-to-base Out of Action, etc.). The target of a ranged whip attack may not strike back against the Sister making the attack during the close combat phase (unless armed with a steel whip themselves, obviously!).

When two Sisters warbands fight, the player whose turn it is declares ranged whip targets last. All ranged whip attacks are resolved in Initiative order and never receive any bonuses from charging. Steel whips count as unarmed combat on the optional Critical Hit table. We don't claim these rules are foolproof, but they've worked well for our group.

Chris Showers & Phil Demara
 Pennsylvania, USA

Mmm, interesting idea... What does everyone else think? – Ed

Where are the Rules?

First off I have to say that the Town Cryer support to Mordheim rivals that of 40K in White Dwarf. The problem is getting hold of it! I guess I'll need to get a subscription as soon as I can get time to sit down and sign up. Mainly though, I really need to get hold of issues 8-18. You really need to keep these in publication, either that or print a lot more.

I've already ordered the Best of Town Cryer compilation, but I need to know that it will contain all of the expanded rules and warband lists up until now. If it doesn't I would really like to know why not. If you don't then please at least offer the expanded rules, items, equipment, exploration, missions, warbands, etc, on the website. I've just started playing again after a year and a half out. The people I play with at school come up with all these different scenarios, warbands, items and all the rest – I just want a fair chance at them. Again, congratulations on a fine publication, but please let us have access to the rules.

Jeremy Regnerus
jeremy.regnerus@extolinc.com

Good to have another player return to the fold after a bit of an absence. Unfortunately we will not be reprinting old issues of Fanatic magazines (a low printing run is very costly) and it is entirely up to the individual GW sales companies as to how many they order – so get those subs in if you want to guarantee your copy! Best of Town Cryer is a compilation of White Dwarf articles only. As for Town Cryer, we intend on compiling an Annual of some of the best articles and rules updates and releasing it later in the year – with any luck (enough sales!) annuals should become a regular occurrence for all Fanatic games. And finally, we hope to keep our website up to date with PDF downloads of the articles from out of print TC mags – Ed.

City of the Damned

Cartography by Nuala Kennedy
Scribed by Stephane Harburgh



This is the first in a series of articles that hope to further explore the cursed city of Mordheim. This issue we set the scene for the City of the Damned with a wonderfully detailed map of Mordheim after the comet, courtesy of that skilled artiste Nuala Kennedy, with an accompanying history of the city before its demise. In subsequent issues we will focus on one of the four corners of the city (south-western/north-western/north-eastern & south-eastern). We'll detail each section's past history and indulge in the horrors it offers to warbands today with scenarios and new rules.

So, without further ado, welcome to the City of the Damned stranger...

Mordheim, City of the Damned, lair of the fell Shadowlord and dwelling place of all things evil, target of Sigmar's divine judgement... It was not always this way. For, once upon a time, before the holy comet that cleansed everything with wrathful fire, the city of Mordheim was a rich and prosperous place rivalling the great cities of the Empire: Martenburg, Nuln, Talabheim and even fair Altdorf.

Origins

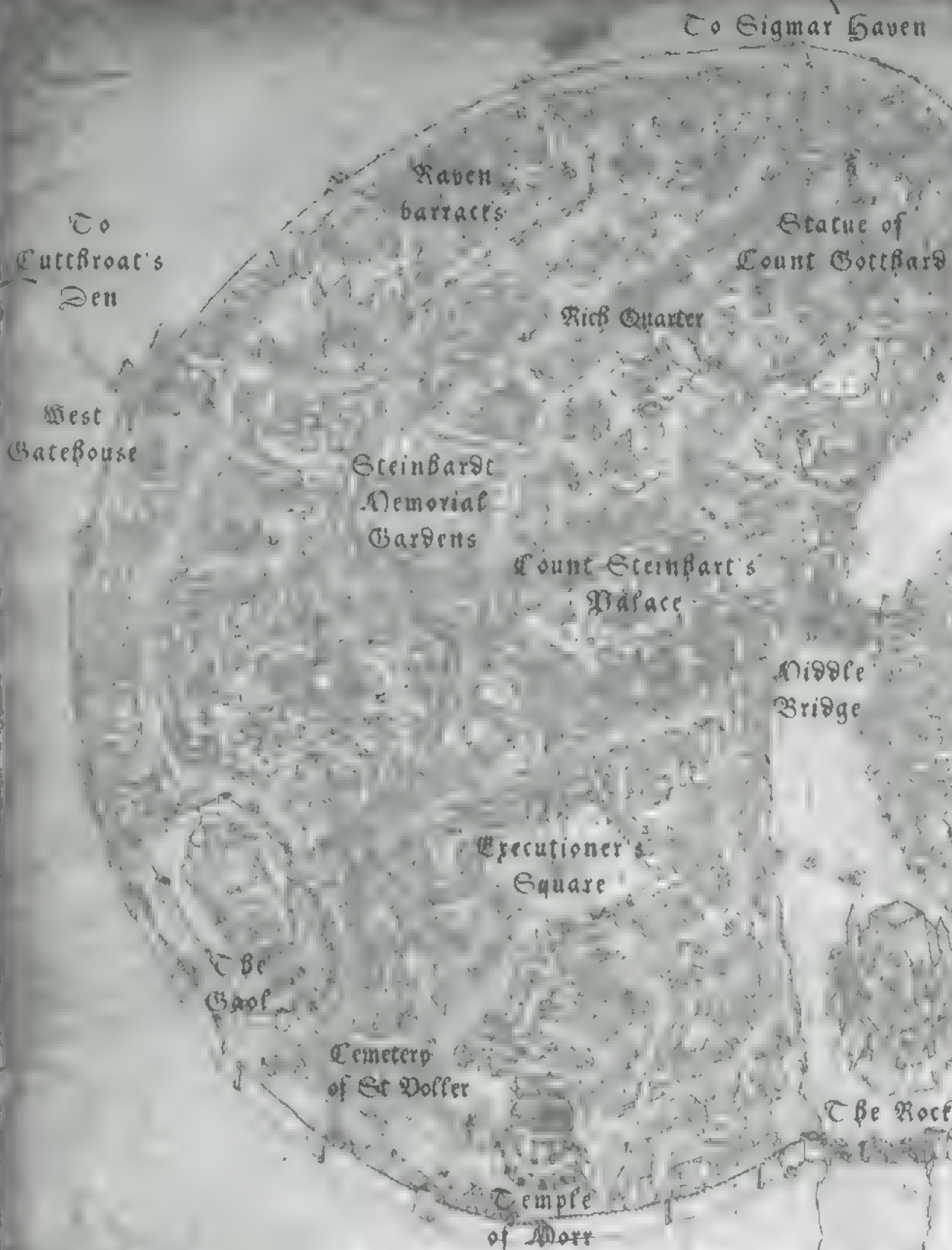
Mordheim sits astride the great river Stir, downstream of the town of Waldenhof, as it flows from its headwaters in the titanic peaks of the Worlds Edge Mountains. The city of Mordheim was founded by the Knights of the Raven Order over a thousand years ago who won the land from the Goblins and named their stronghold Mordheim in memory of their fallen leader Count Gotthard Angelos. Although the settlement thrived upon its trade, which was principally fish and wool, the populace were still experienced warriors adept in the use of the spear, axe and bow. For centuries Mordheim was a bulwark against the ravages of the Orcs who would pour down in vast numbers from the mountains and other evil creatures that sought to invade the Empire from the east. Sigmar himself gifted the province of Ostermark to the ancestors of the noble Steinhardt house and they did much over the years to build and settle this untamed land.

Mordheim was one of the few cities of Ostermark to escape the destruction caused by the Waaagh of the mighty Orc warlord Gorbak Ironclaw in 1707. Every province of the Empire was required to send troops to fight the immense Orc invasion and many desperate battles were fought. The soldiery was raised from the fledgling river town to see off the greenskins of Waaagh Gorbak's right flank. Much of the army of Mordheim was destroyed in the Battle of Valen Field but Count Steinhardt survived and the city was saved as the Orc Waaagh turned west towards Averheim, which was not so fortunate.

Trade

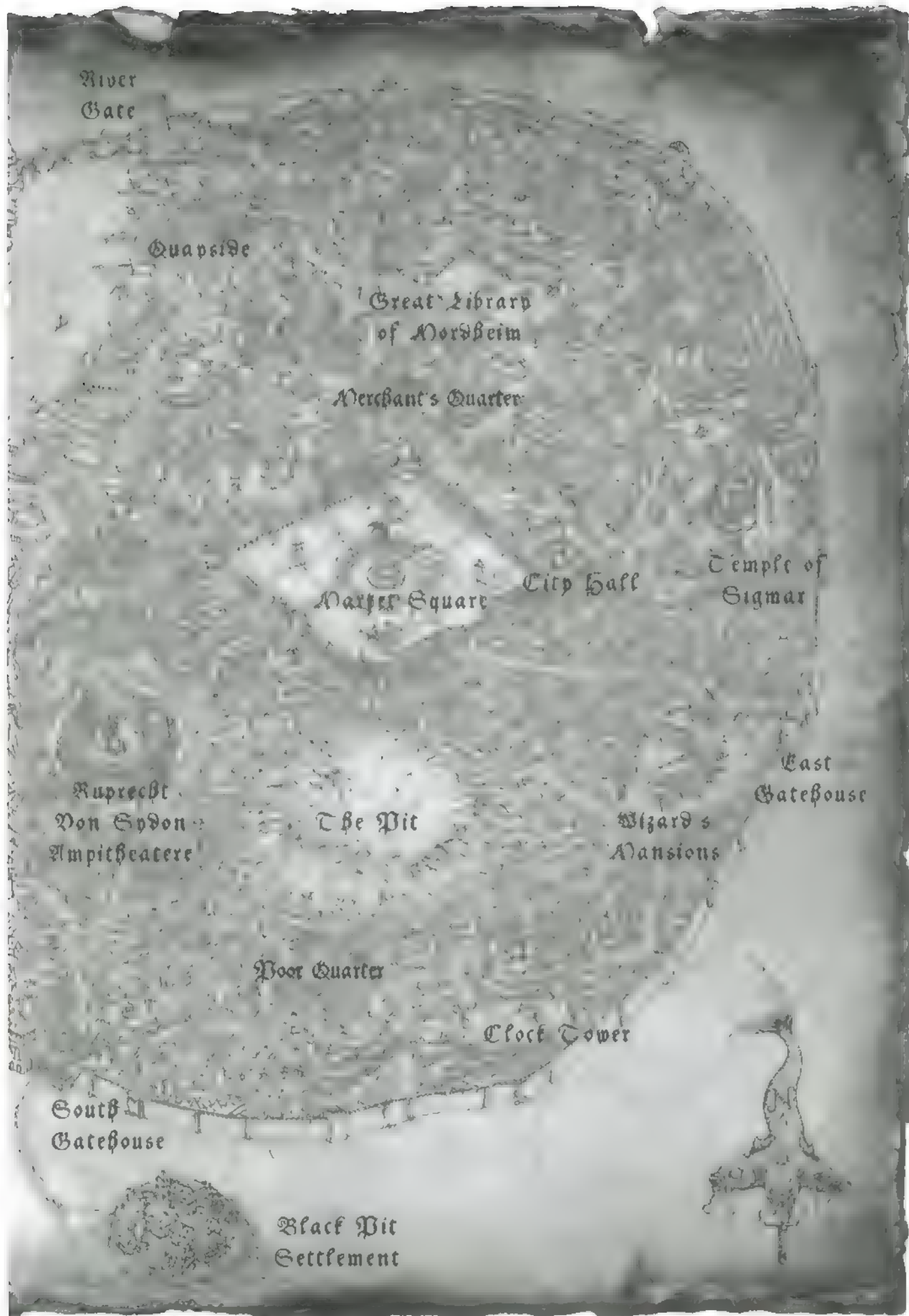
As with most of the towns and cities of the Empire the many rivers and waterways are the lifeblood to trade. Massive barges and even ocean-going vessels can penetrate very deep into the Empire following the routes carved by the huge rivers. In days gone by Mordheim was a very busy maritime city, its quays bustling with river boats, barges and many smaller ships bringing timber and fleece from the eastern rural areas downstream and rare goods upstream from Altdorf. People would come from miles around to trade in the great markets and quaysides of the city and the merchant's guild brought many rare goods to the sparsely populated province of Ostermark. Being the only sizeable city in the east for many hundreds of miles meant that the merchants of Mordheim grew very rich and very fat. They built massive warehouses along the quaysides to store the goods that were being packed onto ships bound for Altdorf by sweating stevedores or unloaded from vessels coming in from the opposite direction. Besides from trade in textiles, timber and wool, the clear waters upstream of the River Stir provided fine fishing grounds and Mordheim had a large, bustling fish market.





Nordheim

By Nuala Kennedy



Mordheim Uncovered

Situated close to the Worlds Edge Mountains also meant that Mordheim had a rich trade with the ancient and venerable Dwarfs. Indeed, since the Goblin wars, many Dwarfs had migrated from their troubled homeland and made Mordheim their home and provided services as excellent smiths and stonemasons. Many buildings in Mordheim reflected the influence of the Dwarfs in their sturdy design and much high quality metalwork was crafted by skilled Dwarf smiths for many long years.

Before the comet and the coming of the dark times so much wealth and prosperity was pouring into the city it seemed that Mordheim had a realistic claim to be the Empire's second city after Altdorf. Mordheim was a place of learning with its grand library and a place of the arts with glittering monuments and fine high-domed buildings.

Politics

Mordheim was the provincial capital of the state of Ostermark and the biggest, wealthiest city in the Empire's southern hemisphere second only to the city of Nuln. The province itself was ruled by the much honoured and noble Steinhardt family, the Count of which had his palace within the opulent rich quarter of the city. The Steinhardt line was descended from the proud Unberogens and had ruled in Ostermark since the time of Sigmar. Many times had the Counts of Steinhardt proved themselves in battle against the Empire's many enemies; they had slain countless Orcs and Goblins, cleared the lands of foul Beastmen and swiftly put down treacherous revolts and insurrections.

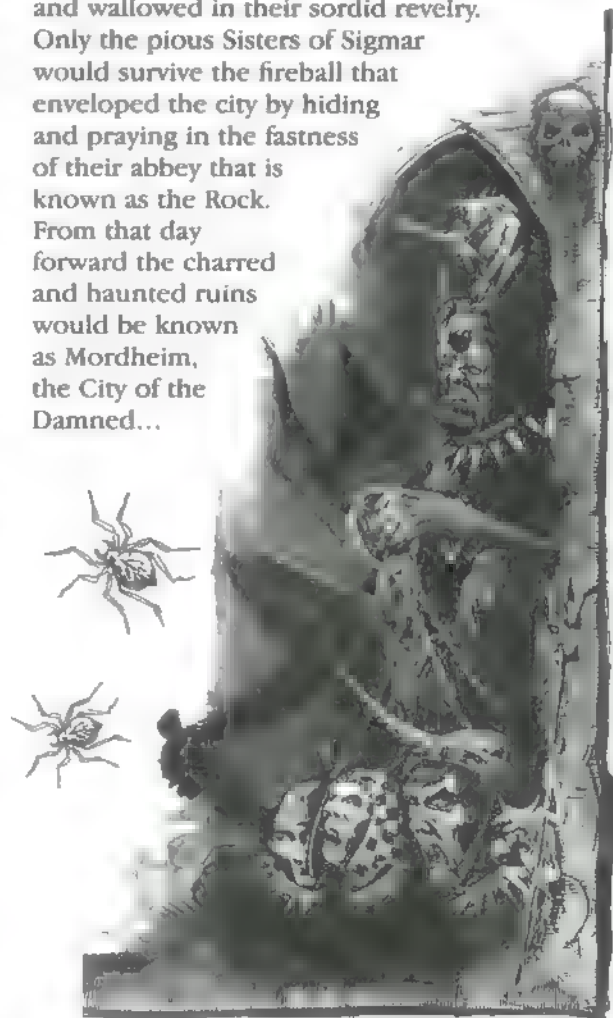
The province of Ostermark had always been sparsely populated for, it was a bleak land offering little in the ways of sustenance or wealth. Therefore the mainstay of political power lay within the robust walls of Mordheim. Here the noble families ruled over vast tracts of land and the stout, rural folk that lived and worked them. The nobility of Ostermark had always been detached from the simple peasantry, living aloof, opulent lives caring little for their feudal servants

The year of madness

In 1979 the Empire was a land divided and without a leader for the Grand Theogonist of Sigmar did not recognise the Lady Magritta of Marienburg's claim to the throne of the Empire. The Elector Counts bickered and warred amongst themselves for years, making alliances then treacherously breaking them

again for what little gain that could be made. This was a dark time indeed for the Empire and Mordheim was to pay the ultimate price. The last Count Steinhardt locked himself away in his palace refusing to even attempt to alleviate the anarchy that was sweeping through the land. Count Amadeus Steinhardt held lavish parties at his palace for his fellow nobles whilst war and pestilence ravaged the land.

Mordheim prospered through the misery of the common folk; the merchants grew rich and fat selling their wares for inflated prices and the poor spiralled to new levels of poverty as they struggled to survive. Hedonism was rife amongst the decadent upper classes of the cursed city and many say that ancient, dark rituals were practised in many a noble house. Desperate to escape their bitter lives of drudgery the poor joined their twisted new masters in a vain hope of a brighter future. This was to be their undoing for such depraved acts of self-indulgence were to bring down the wrath of the gods upon them. In 1999 the Hammer of Sigmar struck the crowded city of Mordheim in the shape of a twin-tailed comet as the people made merry and wallowed in their sordid revelry. Only the pious Sisters of Sigmar would survive the fireball that enveloped the city by hiding and praying in the fastness of their abbey that is known as the Rock. From that day forward the charred and haunted ruins would be known as Mordheim, the City of the Damned...





CONTACTS PAGE

EVENTS CALENDAR

Come and meet us at these events.

Games Day Germany	25th August 2002
Games Day	29th Sept 2002
GW Open Day	24th November 2002

COMING SOON...

Mordheim	Town Cryer model
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Warmaster	Vampire Counts army
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Khemri - The Land of the Dead

By Tommy Muller, Brian Coggin, Steve Gibbs, Robert Walker & Terry Maltman.
www.grafixgibs.tripod.com/khemri/index.htm www.lustria.com

This is the sixth and final installment of Khemri - the Land of the Dead, the new setting based to the far south of the Old World amidst the burning desert sands and lost temples of old Nehekhara. This section introduces Dramatis Personae that are exclusive to Khemri.

Dramatis Personae

Abdul Alhazred, the Mad Sorcerer

Abdul Alhazred is renowned as the mad sorcerer from the Arabian town of Sanaá. Born to wealthy merchants he was educated with the sons of the local Caliph and it was in the Caliph's private library that he first learnt about the land of the Dead from tomes he had been expressly forbidden to read. It was then that he developed an obsessional desire for knowledge of the long dead civilisation of Nehekhara and some say it was the dread reputation of this ancient land that drew him on to rash acts. Others say it was the calling of the legendary Nagash none know...

It is said that he left immediately, stealing enough money to fund his wanderings along with an artefact of such antiquity it was believed to have come from Nehekhara. He has visited the ruins of Khemri, Zandri, Numas and Quatar and over long years plundered them of their secrets. His discoveries rival those of Abdul Ben Raschid, whose works he has voraciously studied and it is these that have sent him spiralling into insanity. Referred to as 'The Mad Sorcerer' he is shunned by all except those foolish enough to want to learn the secrets of the Land of the Dead.

Hire Fee: 70 gold crowns to hire + 30 gold crowns upkeep.

May be Hired: All warbands, except Witch Hunters and Sisters of Sigmar, may hire the Mad Sorcerer.

Rating: Abdul Alhazred increases the warband's rating by +30 points.

Profile	M	WS	BS	S	T	W	I	A	Ld
Abdul	4	3	2	3	3	2	4	1	8

Equipment: Black Nomad robes, Dagger, The Eye Pendant

Skills: *Sorcery*

SPECIAL RULES

The Eye Pendant: The Eye Pendant is an ancient artefact stolen by Abdul from the Caliph of Sanaá. Only after much painstaking research did Abdul discover its secrets and he has used its arcane powers to protect himself from the wrath of the Tomb Kings and their servants. Any Undead warrior wishing to attack Abdul must first pass a Ld test. In addition, the pendant gives Abdul a 4+ Ward save against all damage.

Psychology: Abdul Alhazred has witnessed some of the foulest monstrosities of the Land of the Dead and is quite mad! He is immune to all Psychology-tests.

Djinn Master: Abdul Alhazred has spoken to many of the mystical Djinn in his time and despite his unsteady state of mind knows how to see through their lies and bend them to his will. If the warband he is with acquires a Lamp of the Djinn he may assist a Hero using it with a +1/-1 modifier on the Light and Dark tables respectively.

Master Wizard: The Mad Arab is one of the most learned and powerful wizards in Araby. He knows all the spells in the Elemental and Necromancy lists. Because he is mad, however, he must roll at the beginning of each Shooting phase to see which spell he remembers.

Roll a D6: 1-3 Elemental, 4-6 Necromancy

Then roll a D6 to see which spell he remembers.

Khar-mel the Djinn

Djinn are magical elemental spirits akin to Daemons, that reside in the deep deserts of Araby and the Land of the Dead. They may be summoned by a complicated ritual involving dark pacts and unholy promises. Djinn are creatures born of the elements and may assume many different forms such as horses made of sand, pillars of fire or mighty Arabic warriors comprised of swirling air. As with all Daemons, anyone learning a Djinn's true name will receive great power over it. Djinn are ancient spirits and know many long forgotten secrets, especially from the early days of Nehekara and for this reason many sorcerers and priests attempt to summon them to learn such forbidden knowledge. Sultan Jaffar was known to have been in prolonged contact with some of the mightiest Djinn, although many surmise that their lies led to his downfall.

Khar-mel is one of the few known Djinn of Araby. She has oft been encountered in the western desert over the centuries. Despite being centuries old, she normally appears as a beautiful arabian woman of about 30 years of age, although she has been known to appear as a swirling cloud of dust or a pillar of fire on occasion.

Like all Djinn, Khar-mel knows many secrets forgotten by mortal man and many sorcerers and priests have tried to summon her to answer their questions. If she does have one weakness it is her thirst for knowledge. A warband who claims that they are undertaking a quest in search of ancient lore may well secure Khar-mel's services.

May be Hired: Any warband may hire Khar-mel. However in order to summon her, a Wizard (or other spell caster, including a Priest) must pass a test on his own Leadership. This Wizard may be a Hired Sword, but must have been with the warband for at least one battle prior to attempting to summon Khar-mel. If the Wizard that summoned Khar-mel is killed or leaves the warband, Khar-mel will leave as well.

Rating: Khar-mel increases the warband's rating by +45 points.

Hire Fee: 80 gold crowns to hire + 30 gold crowns upkeep.

Profile	M	WS	BS	S	T	W	I	A	Ld
Djinn	6	+	4	4	4	2	3	2	8

Weapons and armour: Khar-mel is armed with a scimitar but wears no armour.

SPECIAL RULES

Fear: The Djinn naturally radiate an aura of power and cause *Fear*.

Ethereal: Khar-mel has only a semi-solid form and has a 5+ save that is never be modified due to high Strength or anything else. The save is not effective against magical weapons.

Elemental Magic: Khar-mel knows D3 spells chosen from the Elemental magic list. Roll randomly on the Elemental magic list to determine the spells she may use.

SKILLS

All Djinn have magical powers due to their spiritual and elemental nature. Khar-mel has mastered each of these in her time but she may only use one at a time. During her Recovery phase she may declare that she is using one of her powers. It will last until her next Recovery phase. She may not use the same power for two consecutive turns.

Whirlwind: Khar-mel has the power to turn into a whirlwind. This can take many forms: a sandstorm, a pillar of fire or a hazy shimmer in the air. She can run at triple her movement but may not charge or be charged. She cannot make any attacks or cast spells while using this power, but is at -1 to hit with missile weapons.

Djinn's Curse: Djinn are incredibly ancient creatures, prophets of fate and doom to many. This interferes with all of the Djinn's enemies within 4", incurring a -1 penalty to their to-hit rolls (both with missiles and with close combat weapons) and all saves.

Djinn's Luck: Djinn have been around for centuries and due to their prophetic powers are very good at avoiding trouble. This power confers a 4+ Ward save. If no save normally applies (eg, against magic weapons) then she gains a 6+ save.



Heinrich 'Altdorf' Schmidt

Dr. Heinrich Schmidt is renowned at the University of Altdorf. However, most of this renown is not out of his scholarly works, but rather the priceless artifacts he sends home from his journeys. Thanks to him, artifacts from Kislev or Norsca, as well as far off places such as Cathay and Lustria have found their way home to Altdorf. Since all his findings are shipped back to Altdorf, this has earned him the nickname 'Altdorf' Schmidt.



His main arena for relic hunting however, has come to be in Araby and Khemri, with its grand tombs and priceless treasures. The acquisition of the relics is not often discussed, as most of the scholars agree that they are more capable of appreciating them than the inhabitants of the lands from which they came.

Hire Fee: 75 gold crowns to hire; + 1 treasure upkeep

May be Hired: Any Human warband may hire Altdorf Schmidt.

Rating: 'Altdorf' Schmidt increases warband rating by +75 points.

Profile	M	WS	BS	S	T	W	I	A	Ld
Djinn	4	4	4	3	3	2	6	2	8

Equipment: Whip, sword, Duelling Pistol, Light armour, Lantern, Rope & Hook

Skills: *Tomb Explorer, Lightening Reflexes, Whip Master, Step Aside, Streetwise, Dodge, Luck* (re-roll any one dice during the game).

(Rules for Whip & Whip Master can be found in TC14).



SPECIAL RULES

Oh no, not Snakes!: 'Altdorf' *Fears* all snakes and serpents

Whip Swing: 'Altdorf' Schmidt has developed a technique to use his whip as a rope to swing over gaps. To represent this, 'Altdorf' Schmidt can jump a gap (up to a maximum of 4"), without deducting the distance jumped from his normal Movement allowance. You must, however, still make an Initiative test not fall down. In addition, he may use his whip to jump to a lower level, even through windows. However, there must always be something on a higher level to attach the whip to in order of swing with it (just use common sense here - sewers, dungeons, tunnels, etc, always count as having something to attach the whip to). If Altdorf Schmidt falls into a pit trap, he may try to use his whip to save himself from falling down by passing an Initiative test.

No time for you: Altdorf Schmidt is notorious for being a man in a hurry. If his charge path toward a Hero, treasure or some other important target is obstructed by an enemy henchman who would prevent his charge, 'Altdorf' Schmidt may attempt a single shot with his Duelling Pistol before charging (assuming he didn't fire it last round of course). If this shot knocks down, stuns or takes the henchman out of action, Altdorf Schmidt may charge as if the henchman wasn't there. If the henchman is unharmed, it counts as a failed charge as normal.

I'll Take That!: Rather than being paid in gold, 'Altdorf' collects relics and artifacts from the places he visits. His upkeep cost is taken as a piece of treasure.

Well that's it for Khemri - the Land of the Dead. Hopefully we shall compile all of this as a supplement sometime in the future, so keep your water bottles handy!



Scenario: The Gauntlet

By Erik Johnson (bjavej@home.com)

Deep in the Catacombs, under the dark city of Mordheim, buried under the pyramids of Khemri, and lost in caverns deep in the Lustrian jungles are hidden great treasures of a time more ancient than any can remember. However, the ancients were not fools. A surprise awaits those foolish enough to seek them...

With all those great adventure films like 'Raiders of the Lost Ark' and 'The Mummy' for inspiration, I've always wanted to do a scenario that incorporates a race to steal the precious treasure. And what game is more perfect for this than Mordheim? The following scenario is a great multi-player one, although you can certainly play with only two players if you want. You can even play with only one player! Of course, it would take a little tweaking to make it more fun for solitary gaming

Terrain

Set up dungeon tiles as shown on the map on p21 (you can either use Warhammer Quest room and corridor tiles if you have them or make your own out of stiff card). Each side should have a 'corridor' leading to the central circle/hexagon room. There should be 4" between the edge of the board and the beginning of the 'Trap Zone' (more on that later) and it should be 8" wide. The 'Trap Zone' should then extend to the end of the corridor, preferably 15"-20" long. The central circle should not be too wide, between 10"-20" in diameter. In the middle of the circle, there should be the 'Great Treasure' that all the warbands are striving to get. Set up as many corridors as there are players. Place some small rubble pieces in the central circle, as well as D3 Wyrdstone or Treasure counters. Each player must deploy their warband in the 4" area between the board edge and the 'Trap Zone' (Note: Although this scenario takes place in an underground environment, use the standard Mordheim rules. It is assumed the chamber is large, spacious and well lit by a clever system of torches and mirrors made by the ancients).

Special Rules

Traps: Any model moving through a 'Trap Zone' runs the risk of triggering a trap. If a model is stunned or does not move in its turn,

it will not risk triggering a trap (Note: Standing up from knocked down does not count as movement). Roll a D6 using the following modifiers and then consult the table:

Warrior moved by	Modifier
4"	No modifier
5"	+1 modifier
6"	+2 modifier
7"+	+3 modifier

Additional modifiers:

- +1 for large creature
- 1 Initiative 5+
- 1 If Elven (Cannot combine with the 15 deduction)
- 1 smaller creature (Halfling, Giant Rat, Skink etc.)

If the arbitrator or gaming group feel that there is a particular skill or item that should incur a modifier, feel free to add it.

If after modifiers are added, the score is 6 or more, the model has triggered a trap. Roll 2D6 on the table below to identify which trap has been activated:

2D6 score	Trap
2	Swinging Spiked Ball
3-4	Spiked Pit
5-6	Cage
7	Arrow Trap!
8-9	Terror Trap!
10-11	Snare
12	Poison

Work out the effects from where the warrior started its movement. If it did not start in a Trap Zone, then the trap will be triggered at the end of his Movement phase. If the warrior is just passing through a Trap Zone then it will trigger a trap at the first possible moment.

Swinging Spiked Ball: Out of nowhere a large, spiked iron ball attached to a chain, hurls at the startled warrior. The target must pass an Initiative test, or take a Strength 5 hit. The ball then swings back into its former position with no further effects.

Spiked Pit: The ground beneath the warrior gives way to reveal a large pit lined with sharp spikes! The warrior takes a Strength 3 hit as he falls. The pit also forms a circle centred on the model with a 2" radius. Any model whose base is half covered must pass a Strength test or fall in and take damage as above. In any following Movement phase, any trapped models can escape by passing a Strength test. If they succeed, they count as though they have got up from Knocked Down for purposes of movement.

Cage: A cage drops out of the ceiling, trapping the warrior. The warrior may not move whilst in the cage, although they may shoot. They also count as being in cover if shot at, they suffer a -1 to hit penalty if engaged in close combat with an enemy who is outside of the cage, and the attacker gains +1 to hit. A warrior trapped within the cage or any warrior in base contact may attack the cage in close combat. The cage has T4, 1W and a 5+ armour save. If destroyed, the warrior may move as normal next turn.

Arrow Trap: A tripwire has been sprung that releases a hail of bolts. The bolts hit on a 5+ with a Strength of 3. They are assumed to be in range.

Terror Trap: Dead bodies and horrific gore falls from the ceiling, dousing the warrior. The warrior and all those within 2" must make an immediate Rout Test (warriors that are immune to psychology may ignore this).

Snare: A large net ensnares the unfortunate victim. The warrior is immobilised until a friendly model spends their entire Movement phase freeing him.

Poison: The warrior is struck by a tiny poisoned dart or blade. In its next turn, the warrior loses -1 Initiative and -1 Leadership due to dizziness. This continues each turn until either stat is reduced to 0. Then the warrior is taken out of action.

Traps and shooting: As long as a warrior has not moved, it can fire without risking setting off a trap. If they do move, they only run the risk as they are moving, and as long as they do not spring a trap while moving, they are free to shoot as normal.

Traps and Combat: Combat is highly dangerous in a Trap Zone. Even if they have risked traps in movement, all warriors participating in close combat must test to see if they trigger traps. Do not use the standard modifiers, simply modify by adding the number of attacks the model is going to make to a maximum of +3. Any traps set off automatically affect all combatants.



(Optional) Special Traps: When the Great Treasure is plucked off of its resting place; a trap is automatically sprung. Roll below on a D6:

D6 score	Effects
1-2	Creatures. D3 Zombies are placed within 3" of the warrior. They are exactly as described in their entry in the Undead warband. They will always attack the bearer of the treasure as long as he is in charge range. Otherwise, they will always try to get within charge distance of him. If the treasure switches owners, they will attack it, and if it is dropped, they will stay within 3" of it.
3-4	Boulder. A big rock drops out onto the poor unfortunate. He automatically takes a Strength 4 hit that works like a hammer (stuns on a 2-4). It will continue to roll in a random direction. Use the Warhammer Scatter dice if available, or just assign six directions numbers 1-6 and roll a D6. It moves 6" a turn, and any model in its path must pass an Int test or be hit as above. It will not set off traps, and will stop when it hits a wall or passes out of a warband's deployment zone.
5-6	Abyss. A trap door opens and the model must take an I test or fall in and be Out of Action. After the battle the model should roll on the injuries chart as normal. The trap door will close after the model has passed or failed its test.

Warbands

They can all deploy simultaneously, as they are all restricted to their 4"x8" deployment zone.

Starting the Game

Roll a D6 and the highest scoring player takes first turn.

Ending

Rout tests are disabled, as this prize is too good to run from (plus you would run back into the traps!). To win, a warband must take and hold the treasure for two turns, or get it back to their deployment zone.

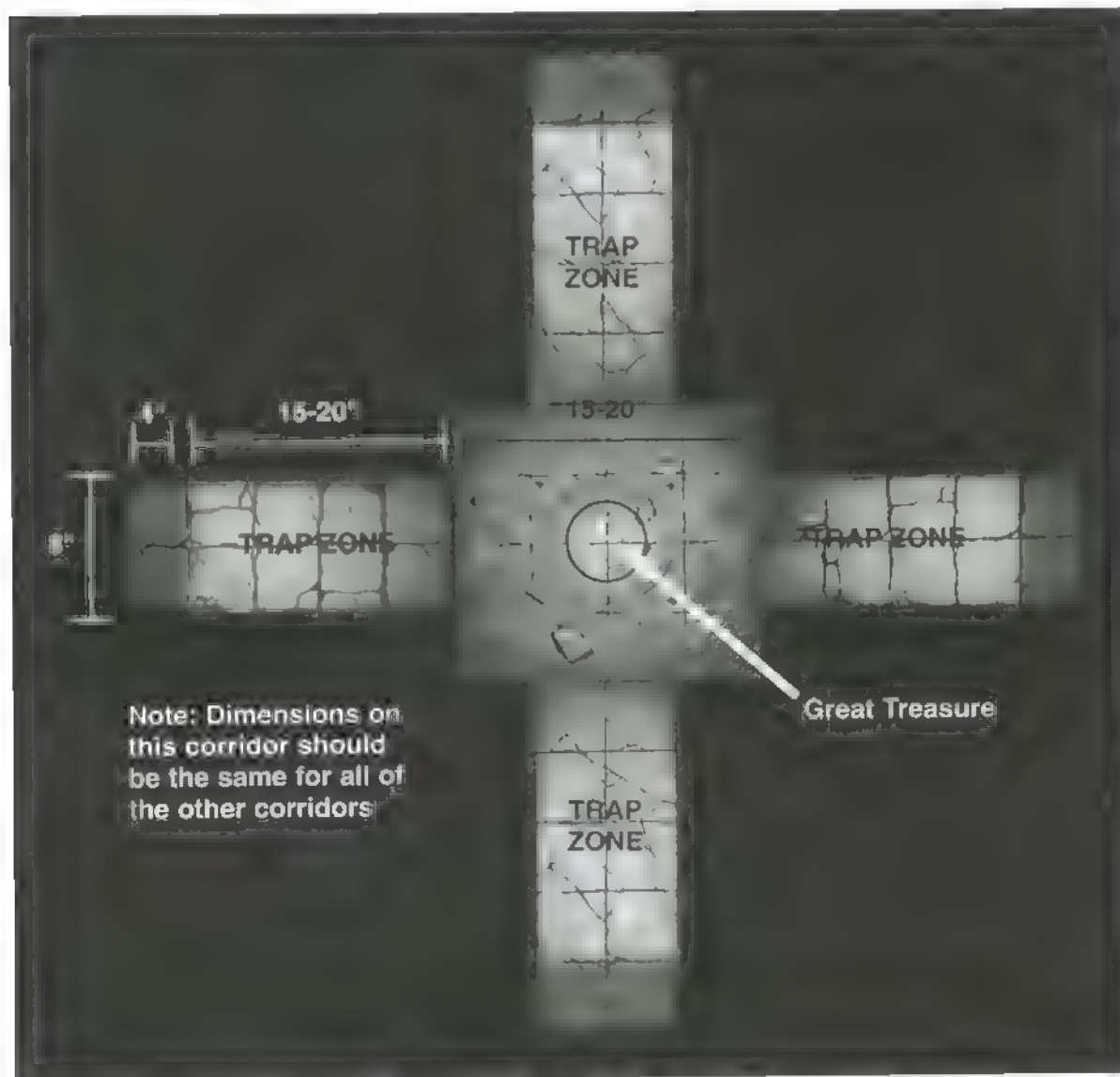
Experience

- +1 Surviving
- +1 Winning Leader
- +1 for surviving a trap (or escaping from it)
- +1 per enemy taken out of action.



The Treasure

Many things could serve as the treasure. Any of the Magical Items in the Mordheim book would work, a lot of fancy equipment, a treasure chest, etc. When you decide on the treasure, you should also decide if it should slow movement, increase tendencies to set off a trap, etc.





After the success of last year's Mordheim campaign weekend we decided to see if we could stage an even better Mordheim event this year at the Call to Arms event at GW HQ, Nottingham on the 12th May 2002. After working up and sending out some rules packs to all of the ticket holders we were all set for a hard day's barling. We had a great introductory game put on for the public courtesy of Terry Maltman, Sam Sedghi, Robert Walker and the guys from the Khemri - The Land of the Dead crew. Miniatures designer Colin Grayson was also on hand to display his sculpting skills and answer the many questions from the ever knowledge-hungry public.

Six rounds of games were crammed into the day, and points were awarded for win/lose/draw as well as for army selection, painting and the all important sportsmanship. Steve Hambrook and Andy Hall were on hand to referee and judge the competition but we were most impressed at how smoothly it all went without any major problems.

All in all it was a splendid day and all of the participants had a great time. We convened in the bar afterwards for the awards ceremony, which included the prestigious green resin Street Fight Tournament trophy. Call to Arms was a huge success and we look forward to an even bigger turn-out next year! We also hope to run another Mordheim campaign weekend later this year - so why not come along?

Street Fight Tournament Results

Rank	Name	Warband	1st Rd	2nd Rd	3rd Rd	4th Rd	5th Rd	6th Rd	Painting	Sportsmanship	Total
1	Patrick Dunford	Skaven	4	4	4	4	4	4	4	4	41
2	Damian Lodge	Witch Hunters	1	4	1	4	4	1	4	1	21
3	Ron Jones	Skaven	4	4	1	4	4	1	4	1	21
4	Jason Gaylard	Undead	4	4	4	1	4	4	4	1	24
5	Will Purdington	Undead	4	2	1	4	4	1	4	1	19
6	Russell Warner	Undead	4	1	1	4	1	2	4	4	18
7	Matthew Otter	Marienburgers	4	1	4	4	1	4	4	1	18
8	Andy Charity	Witch Hunters	4	2	4	4	1	4	4	0	18
9	Rick Hocking	Reiklanders	1	4	1	4	4	4	4	0	17
10	Pat Paterson	Sisters	4	4	4	1	1	2	2	0	16
11	John Strange	Orcs	4	4	1	1	4	2	2	0	16
12	Will Foxton	Undead	1	4	4	1	1	4	4	1	15
13	James Meikle	Marienburgers	1	4	4	2	1	1	2	1	15
14	Dan Valley	Dwarfs	1	1	4	4	4	4	1	0	15
15	Mark Picard	Shadow Elves	4	1	4	1	4	1	1	0	15
16	Tim Solosy	Skaven	1	1	4	4	1	4	4	0	14
17	Paul Webber	Undead	1	4	4	2	1	2	2	0	14
18	James Potter	Dwarfs	4	1	1	1	1	1	4	1	12
19	Adam Bunclett	Skaven	1	1	4	1	4	1	1	0	12
20	Gavin Cox	Witch Hunters	1	1	1	1	4	4	2	0	10
21	Chris Murland	Marienburgers	4	1	1	1	1	4	2	0	10
22	Kelvin Wong	Dwarfs	1	4	1	1	1	4	1	0	9
23	Andrew Peacock	Marienburgers	1	1	1	1	1	4	1	0	6



The guys from the Khemri – The Land of the Dead team



One of the many games in progress



The winner of the Best Painted Warband – Damian Lodge



The winner of the Most Sporting Opponent – Russell Warner



The winner of the Most Casualties award – Jason Gaylard



The Overall Tournament Winner – Patrick Dunford



Catalogue

These pages comprise a complete listing of all of the models and printed material available for Mordheim. Just get in touch with your local GW Mail Order department or visit the GW website: www.games-workshop.com to find out prices and how to order.

Boxed Sets & Mags

Mordheim boxed game
Best of Town Cryer
Town Cryer 8
Town Cryer 11
Town Cryer 12
Town Cryer 13
Town Cryer 14
Town Cryer 15
Town Cryer 16
Town Cryer 17
Blood on the Streets (building pack)
Human Mercenaries (8 figures)
Skaven Warphunters (10 figures)
Undead Warband (9 figures)
Witch Hunter Warband (8 figures)
Possessed Warband (7 figures)
Sisters of Sigmar Warband (8 figures)

Kislevites

Young Bloods (3 figures + weapon blister)
Henchmen (3 figures + weapon blister)
Captain or Champion (1 figure + weapon blister)
Bear + Handler (2 figures)

Hired Swords

Warlock
Halfling Cook
Dwarf Trollslayer
Freelance Knight (2 figures)
Ogre bodyguard
Pit Fighter
Elf Ranger

Marienburgers

Captain
Champion
Youngbloods (2 figures)

Middenheimers

Captain
Champion
Youngbloods (2 figures)

Reiklanders

Captain
Champion
Youngbloods (2 figures)

Sisters of Sigmar

Sisters (3 figures)
Augur
Matriarch
Sister Superior
Novices (2 figures)

Witch Hunters

Sigmarite Warrior Priest
Witch Hunter

Captain

Zealots (2 figures)
Flagellants (2 figures)
Warhounds (3 figures)

Skaven Warphunters

Assassin Master
Black Skaven
Night Runners (2 figures)
Clan Eshin Sorcerer
Rat Ogre

The Possessed

Beastmen (3 figures)
Possessed
Magister
Dark Soul
Brethren (3 figures)

Undead

Vampire
Necromancer
Human Dregs (2 figures)

Averlanders

Human Mercenaries (3 figures)

Shadow Warriors

Shadow Master
Warriors with bows (3 figures)
Warriors Command (2 figures)
Warriors with swords (2 figures)

Ostlanders

Human Mercenaries with double-handed weapons (3 figures)
Human Mercenaries with missile weapons (3 figures)

Dramatis Personae

Veskit, High Executioner
Bertha Bestraufung
Nicodemus
Ulli & Marquand (2 figures)
Johann the Knife

Amazons

Serpent Priestess
Piranha Warrior
Eagle Warrior
Warriors (3 figures)
Jaguar Warrior (3 figures)

Call to Arms – Mordheim Street Fight

The first official Mordheim tournament 'Street Fight' was held at the Call to Arms event at GW headquarters – check out pages 22-23 for details.



WANTED

By order of Bertha Bestraufung, High Matriarch of the Sisters of Sigmar



'Sisters' Payne & Agonee

500 gold crowns

also known as: 'Harphate & Pyes'

For crimes of theft of ye most treasured sacraments, blasphemy, impersonating priestesses of the Order of Merciful Sisters of Sigmar and cross-dressing most foul.

Contact Corner

Lady in Red – I saw you over the burning corpse of a ratman. Our eyes met. You shot me with a pistol. I'll be keeping my good eye open for you...

For Hire

Ex-pit fighters looking for work as mercenaries. Willing to scour the ruins of Mordheim for Wyrdestone shards, fight monsters and even the possessed. Not available for sentry duty though.

Contact Nasticus at the ruins of the Hunchbacked Weasel Inn

MAD RAGNAR'S LEATHER EMPORIUM

Trouble with breeches that just won't stay up?

Then you need Mad Ragnar's patented armpit breeches, the only pantaloons guaranteed to stay up, even under the most incredible pressure.

*Also available:
patented belt buckles of immensity.*

SCRIBE'S HONOURABLE MENTION

Donato Ranzato
& Stephanus Harburgh



OBITUARIES

Max Strong – He wasn't.

Edvard Guttfull – he got one from a blunderbuss.

'Wise old' Werner – seems age and treachery were no match for youth and exuberance.

'Intrepid' Guillaume – swallowed by the sands of the Land of the Dead.



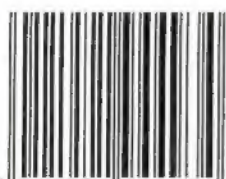
MERCENARIES NEEDED

Ye finest warriors of repute are required for much daring involving the hunting of and capture of escaped slaves. These slaves have escaped the fighting pits of Cutthroar's Haven and are thought to be working in the ruins of the City of the Damned as mercenaries.

Interested parties should report to 'Filthy' Lorenzo Enterprises at the westside arena.

The exercise of extreme caution is advised in the attempted apprehension of escaped Pit Fighters.

Thieves, blaggards, cowards and Halflings need not apply.



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Fanatic Games,
Games Workshop Ltd,
Willow Road,
Nottingham,
NG7 2WS, UK
www.mordheim.com

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